* 4
  + This refers to the current object and field and methods within. Super refers to the objects super class. You would use super when you want to specifically refer to a field or method from the object’s super class
* 6
  + public UndergraduateStudent(String name) {
  + super(name, 18);
  + this.year = 0;
  + }
* 7
  + public void setAge(int age) {
  + super.setAge(age);
  + this.year++;
  + }
* 8
  + vroom
  + car 1
  + car 2
  + vroom
  + truck 1
  + car 2
* 11
  + B 2
  + A
  + A 1
  + D 2
  + C
  + C 1
  + A 2
  + A
  + A 1
  + A 2
  + C
  + C 1
* 12
  + flute
  + shoe 1
  + flute 2
  + flute
  + blue 1
  + flute 2
  + moo
  + moo 1
  + moo 2
  + moo
  + blue 1
  + moo 2
* 13
  + moo 2
  + blue 1
  + moo
  + moo 2
  + moo 1
  + moo
  + flute 2
  + shoe 1
  + flute
  + flute 2
  + blue 1
  + flute
* 14
  + squid
  + creature 1
  + tentacles
  + BIG!
  + spout
  + creature 2
  + ocean-dwelling
  + creature 1
  + creature 2
  + ocean-dwelling
  + warm-blooded
  + creature 2
* 15
  + creature 2
  + ocean-dwelling
  + creature 1
  + tentacles
  + squid
  + creature 1
  + creature 2
  + ocean-dwelling
  + warm-blooded
  + creature 2
  + BIG!
  + spout
* 20
  + This is probably not the best design. It seems like there would be unnecessary and duplicate coding involved. I would probably have a Card class with fields for rank and suit along with methods that would be re-usable by all objects of the class.